

Personal statement

I'm a highly productive, solution-focused and collaborative software developer with 5+ years professional and 15+ years personal experience programming. I have a track record of unlocking stalled projects by providing teams with a technical vision, motivation, the confidence to get started and the momentum to see things through. I care deeply about code quality and future-proofness, aiming for simplicity, readability, keeping related code close together, exhaustive testing of behaviour, and sensible performance trade-offs. I work with a broad perspective, keeping in mind product design, user experience, accessibility and business value and I love to contribute ideas beyond just the code.

Work experience

Senior Software Developer & Squad Lead **Sumdog** **Oct 2023 - Present**
Ruby on Rails, Rspec, Scala (Akka), JavaScript (Vue.js), Postgres, AWS, Terraform, Gitlab learn.sumdog.com

- Leading a team of senior developers, a QA and a PM, working across many technologies.
- Delivered the 'Fluency Booster' feature, which required substantive changes throughout the stack in complex and high throughput (~1.5M questions a day) areas. It enables more personalised, non-linear curriculum progression, reducing the average number of questions to complete a skill from 132 to 53, while improving insights in reports, increasing teacher engagement with the dashboard.
- Making improvements out of my own initiative. For example: I optimized an endpoint that took 20s for big schools to 7s. I optimized our most time consuming endpoint from 13% to 7% of total server time. I created several tools for QA and CS to save developer hours. I improved our CI pipeline to make it easier to deploy to various environments. I deleted 1000s of lines of unnessecary code. Pages had mixed Vue and AngularJS code competing for the History API; I separated that out to fix browser navigation functionality.

Head of Digital Development **University of Bath** **Apr 2022 - Sep 2023**
Ruby on Rails, JavaScript (jQuery), Oracle DBMS, Hugo (static site gen), Gitlab bath.ac.uk

- Led team of 3 other developers and 1 UX designer, building features for bespoke CMS 'Typecase', acting as a lead developer, product manager and line manager, directly reporting to the CMO.
- Delivered features in months that were previously on hold for over a year due to unclear requirements.
- Led successful recruitment, interview process and onboarding for 2 new Ruby developers.

Full-stack Developer **Endeavour Group** **Oct 2019 - Mar 2022**
PHP (Laravel, Symfony, CodeIgniter, Wordpress), TypeScript (Angular, Ionic), MySQL, Gitlab endeavour.nl

- Worked simultaneously for many clients such as Unit Victor, Okhuysen, Aalberts and BizzKiss, effortlessly switching between a large variety of tech stacks.
- Built full-stack features for web and mobile applications, autonomously and as part of small teams.
- Played a leading role launching greenfield front- and backend for dating app BizzKiss.
- Coached interns and trainees and held tech presentations.

Education

Classical Composition **Codarts Conservatory** **2014 - 2019**
JavaScript, WebGL, GLSL, WebAudio, WebMIDI, SuperCollider github.com/sytzez/audiovisual
Developed tools for real-time generated audiovisual performances and algorithmic music composition.

Personal projects

Muscade	Service to render animations from MIDI.	Rust (Axum, Bevy), Ffmpeg	2024
rpsbrawl.com	Online multiplayer game.	Rust (Axum, Tokio), PIXI.js, Websockets	2024
Muvis	Web app to render animations from MIDI and sync to audio.	React/Redux, WebGL, GLSL	2019
Games	I've made countless of small games.	Flash, Blitz3D, C# (Unity), C (OpenGL)	2006-14